

# Nintendo

ENTERTAINMENT SYSTEM



M I N D S C A P E

A SOFTWARE TOOLWORKS COMPANY

60 Leveroni Court  
Novato, California 94949

EmuMovies

PRINTED IN JAPAN

# Nintendo

ENTERTAINMENT SYSTEM

THE

## TERMINATOR™

NES-NA-USA



INSTRUCTION BOOKLET

®

# Nintendo

## ENTERTAINMENT SYSTEM

THIS GAME IS  
LICENSED BY NINTENDO  
FOR PLAY ON THE



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ENTERTAINMENT SYSTEM ARE  
REGISTERED TRADEMARKS OF  
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THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT  
NINTENDO® HAS APPROVED THE QUALITY OF THIS PROD-  
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AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY  
WITH YOUR NINTENDO ENTERTAINMENT SYSTEM™. ALL  
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### **WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV**

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on it. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, Nintendo of America Inc. will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

#### **Caution**

Insert or remove the game pak from your NES only when the power is off. Inserting or removing the pak while the power is on can cause permanent damage to the pak.

#### **Compliance with FCC Regulations**

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be

# Nintendo

## ENTERTAINMENT SYSTEM

determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits. If necessary, the user should consult the dealer or an experienced radio/television technician for addition suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV interference Problems — This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4

### **Advisory**

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

### THE TERMINATOR™

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### TABLE OF CONTENTS

|                          |    |
|--------------------------|----|
| Introduction .....       | 1  |
| Starting The Game .....  | 2  |
| Object Of The Game ..... | 2  |
| Game Controls .....      | 3  |
| Level One .....          | 4  |
| Level Two .....          | 6  |
| Level Three .....        | 8  |
| Level Four .....         | 10 |
| Level Five .....         | 12 |
| Level Six .....          | 14 |
| Technical Support .....  | 20 |

# Nintendo

## ENTERTAINMENT SYSTEM

### CREDITS

**Developer:** *Radical Entertainment*

**Producer:** *Ian McGee*

**Associate Producer:** *Linda C. Norton*

**Business Group Senior Vice President:** *Mark Beaumont*

**Product Marketing Assistant:** *Debra L. Milliken*

**Quality Assurance:** *Ken George, W. Kian Tang*

**Technical Support:** *Larry Coffey, Kevin P. Costello, Stephen Feaster, Milton Hodges, Christopher R. Kosel, Dave Locke, Douglas J. Valente*

**Technical Support Manager:** *Dave Buoncristiani*

**Senior Vice President/**

**Chief Technical Officer:** *David P. Grenewetzki*

**Marketing Project Manager:** *Julie A. Lippold*

**Technical Writer:** *Anne Schwimer*

**Graphic Design:** *Judy Ringseis, Leanne York*

**Copy Writer:** *Michael C. Miller*

**Trafficking:** *Mary H. Eaves, Shannon Van Scotter*

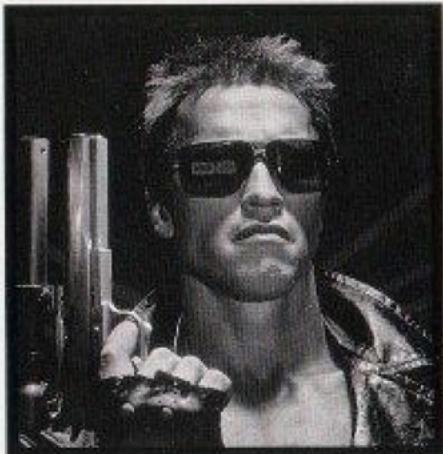
**Creative Director:** *Lyza Swearingen Latham*

**Marketing Director:** *Craig Harper*

**Public Relations:** *Tracy Egan, Doug Mealy*

**Legal Services:** *Ted Grabowski, Paul Jakab*

### THE TERMINATOR™



## LOS ANGELES 2029 A.D.

THE MACHINES ROSE FROM THE ASHES OF THE NUCLEAR FIRE. THEIR WAR TO EXTERMINATE MANKIND HAD RAGED FOR DECADES, BUT THE FINAL BATTLE WOULD NOT BE FOUGHT IN THE FUTURE.

IT WOULD BE FOUGHT IN OUR PRESENT.  
TONIGHT...

## THE TERMINATOR™

### OBJECT OF THE GAME

**YOU ARE:** Kyle Reese, time traveler and urban commando.

**YOUR MISSION:** Journey from the nightmare future to 1984 and prevent The Terminator from killing Sarah Connor. Unknown to her, Sarah is to become the mother of John Connor, the man who will one day save mankind from extinction. Stop The Terminator at all costs—or humanity is doomed and machines will rule the earth.

**LEVELS:** Move Kyle Reese or his vehicle through six levels, elude The Terminator, and protect Sarah Connor from him.

**STATUS BAR:** The screen top shows your score, health bar, lives, available defenses, and a Sarah indicator (S). Every 50,000 points gets an extra life up to a maximum of six lives. The health bar drops when Reese sustains damage. After each Level, bonus health may be awarded based on performance. Whenever Kyle finds Sarah, an X appears next to the Sarah indicator.

**HINT:** Pick up health bonuses (♥). **TO START THE GAME:**

- ① Put The Terminator in your Nintendo Entertainment System® (NES).
- ② Turn on the NES.
- ③ At the title screen, press **Start**.

### THE TERMINATOR™ GAME CONTROLS

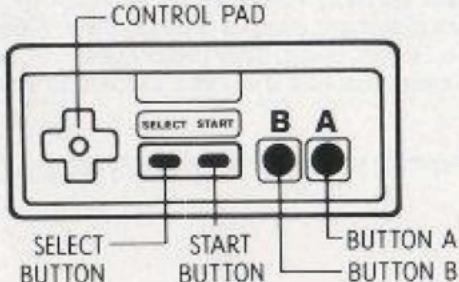
**CONTROL PAD:** Move Kyle Reese (levels 1, 2, 4, and 6) or his vehicles (levels 3 and 5).

**Start** Begin game play, pause, and continue.

**Select** Choose a weapon, self-defense technique, or object.  
See specific instructions for each level.

**A, B** See specific instructions for each level.

See each level for specific instructions about the  
**Control Pad** and buttons.



## THE TERMINATOR™ LEVEL ONE

### **Location**

Begins in an underground Human Resistance Base, sometime in the future after the nuclear holocaust initiated by Skynet. Drive through a ruined L.A. street to the Skynet base and laboratory.

### **Objectives**

Find Skynet's Time Displacement Equipment, then follow The Terminator back in time to 1984.

Reese struggles through devastated buildings, which are infiltrated with Terminators. On the surface, Reese must rendezvous with a transport pickup truck. If he survives constant attacks from Hunter Killers and Destroyer Tanks, Reese reaches the Skynet Base. There, he fights his way through the lab. The level ends when Reese reaches the Time Displacement Equipment and travels back to 1984.

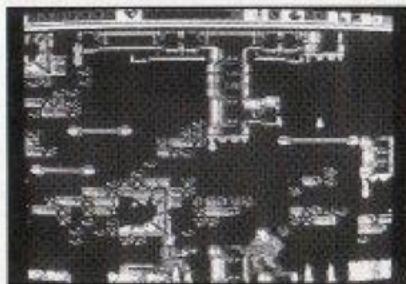
**HINT:** Press **A** longer to throw grenades farther.

### THE TERMINATOR™

#### Game controls

Move Kyle Reese or his vehicle:

- Run right, or slow down pickup truck.
- ← Run left, or speed up pickup truck.
- ↑ Aim weapons up.
- ↓ Duck, aim rifle or grenade down, or aim truck gun right.
- A** Fire rifle, throw grenade, or fire truck gun.
- B** Jump.
- Select** Choose weapon (rifle or grenade).
- Start** Pause; continue.



### THE TERMINATOR™

### LEVEL TWO

#### **Location**

Begins in a dingy alley behind a department store in Los Angeles, May 12, 1984, 1:52 AM. Moves through downtown mall, onto the roof, and back to the alley.

#### **Objectives**

Elude the police in the alley and store, climb to the roof, escape down a fire exit, back to the alley.

Reese arrives through time and picks up a trenchcoat and some pants. Immediately, the police begin pursuit with dogs and guns. Defenses include punches, kicks, and baseballs. Move up to the roof to find the fire escape back to the alley. The level ends when the street is reached.

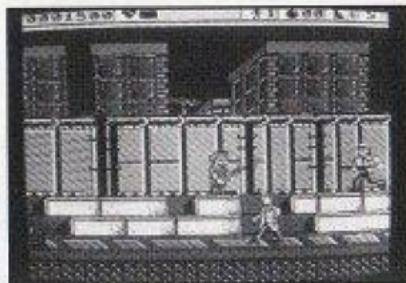
**HINT:** Elude street kids. Throws baseballs at dogs.

## THE TERMINATOR™

### Game controls

Move Kyle Reese:

- Run right.
- ← Run left.
- ↑ Climb up.
- ↓ Climb down or pick up items.
- A** Punch, kick, or throw items.
- B** Jump.
- Select** Choose punch (P), kick (K), or baseball (★)
- Start** Pause; continue.



### THE TERMINATOR™

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### LEVEL THREE

#### **Location**

Set in the streets of L.A.

#### **Objectives**

Drive through L.A. traffic with The Terminator in hot pursuit.

Kyle and Sarah must stay ahead of The Terminator. Defenses include nudging The Terminator's car and shooting at it. Nudging damages the getaway car, so keep an eye on the strength bar. Watch out for cross traffic in the intersections. The level ends when the mile counter reaches zero.

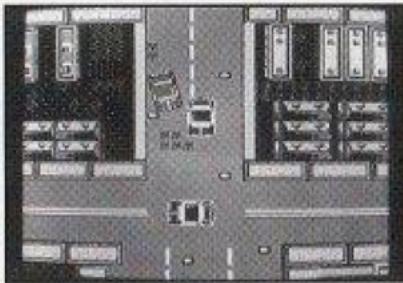
**HINT:** Score points by rapid firing on The Terminator's car.

## THE TERMINATOR™

### Game controls

Drive the getaway car:

- Drive right.
- ← Drive left.
- ↑ Accelerate.
- ↓ Brake.
- A** Fire gun right.
- B** Fire gun left.
- Start** Pause; continue.



## THE TERMINATOR™ LEVEL FOUR

### **Location**

L.A. Central Division Police Station, which The Terminator has stormed.

### **Objectives**

Find Sarah Connor and escape from the police station.

Reese starts in a wrecked corridor. He must enter the room Sarah is in before The Terminator does. The building is on fire and the police are on the attack. Reese has no weapons, but he can run, jump, duck, squat, punch, and kick. The level ends when Reese finds the door to her room.

**HINT:** Pick up yellow box; use it when needed. Certain rooms have bonus health.

## THE TERMINATOR™

### Game controls

Move Kyle Reese:

- Move right.
- ← Move left.
- ↑ Use doors and elevator.
- ↓ Duck or pick up item.
- A** Punch, kick, or throw item.
- B** Jump.
- Select** Choose punch (P), kick (K) or box (II).
- Start** Pause; continue.



### THE TERMINATOR™

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### LEVEL FIVE

#### **Location**

Drives through the streets of L.A. to an industrial section of town.

#### **Objectives**

Now that you have a pickup truck and shotgun, try to escape from The Terminator who is on a motorcycle.

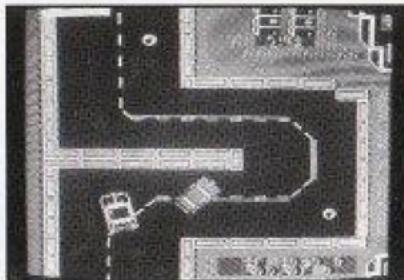
Kyle and Sarah speed along a winding suburban road to an industrial sector. Their gunfire can slow The Terminator's progress, but he'll always catch up—his bike is faster. The level ends when the industrial complex is reached.

### THE TERMINATOR™

#### Game controls

Drive the pickup:

- Drive right.
- ← Drive left.
- ↑ Accelerate.
- ↓ Brake.
- A** Fire gun right.
- B** Fire gun left.
- Start** Pause; continue.



## THE TERMINATOR™

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### LEVEL SIX

#### **Location**

Takes place inside a factory in an industrial complex.

#### **Objectives**

Avoid The Terminator and destroy him under the compressor.

Timing is essential here, but defenses are useless. Reese can only use the maze of machinery to avoid his enemy. The Terminator must be led into the compressor, where he is terminated.

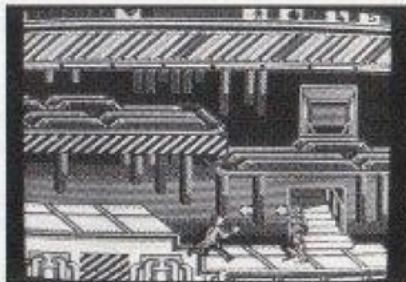
**HINT:** Find a yellow box and a key. Create stepping stones and use moving platforms to move upstairs in the factory.

## THE TERMINATOR™

### Game controls

Move Kyle Reese:

- Move right.
- ← Move left.
- ↑ Go upstairs, use key.
- ↓ Pick up box and key, duck, go downstairs.
- A** Punch, kick, throw box.
- B** Jump.
- Select** Choose a punch (P), a kick (K), or the box (I).
- Start** Pause; continue.



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UK (0) 444 239-600

Australia (02) 899-2277

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### TECHNICAL SUPPORT

**For technical support in  
the USA, please contact:**

Mandscape Inc.  
A Software Toolworks Company  
60 Leveroni Court  
Novato, CA 94949  
Telephone: (415) 883-5157

**For technical support in  
Australia and New  
Zealand, please contact:**

Mandscape International  
5/6 Gladstone Road  
Castle Hill, New South Wales  
Australia 2154  
Telephone: (02) 899-2277

**For technical support in  
Europe, please contact:**

Mandscape International  
PO Box 51, Burgess Hill  
RH159FH, West Sussex,  
England, United Kingdom  
Telephone: (0) 444 239-600  
FAX: (0) 444 248-996

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